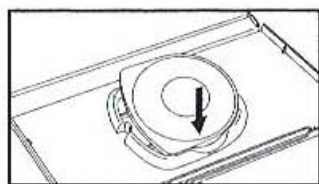


Def Jam FIGHT FOR NY
THE TAKEOVER

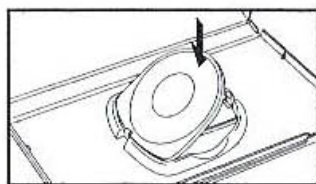


PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

ULES-00390

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WHAT IS THE PEGI AGE RATING SYSTEM?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, another rating system applies). PEGI comprises two separate but complementary elements. The first is an age rating:



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

PARENTAL CONTROL LEVELS

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Levels is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

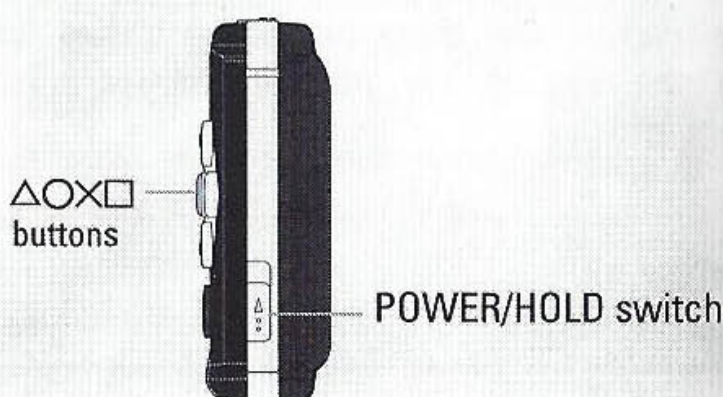
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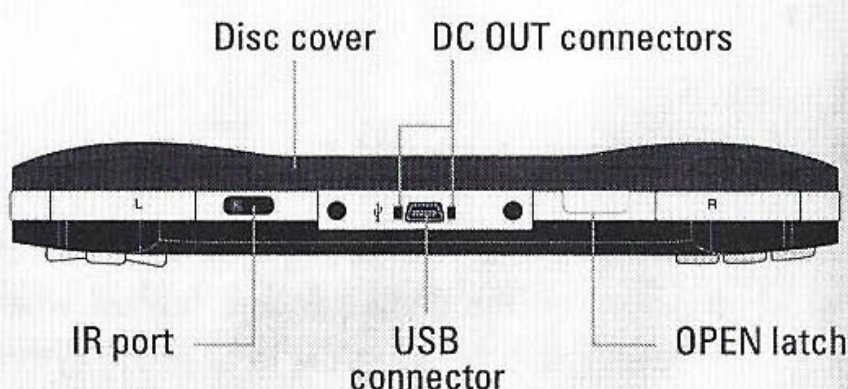
Check out EA™ online at www.ea.com

STARTING THE GAME

RIGHT SIDE VIEW



FRONT VIEW



1. Set up your PSP™ (PlayStation®Portable) handheld entertainment system according to the instructions in the PSP™ system Instruction Manual.
2. Turn the PSP™ system on. The POWER indicator lights up in green and the Home Menu is displayed.
3. Press the OPEN latch to open the disc cover. Insert the *Def Jam® Fight For NY™: The Takeover* disc with the label facing the rear of the PSP™ system and then securely close the disc cover.
4. From the Home Menu, select the icon and then the icon. A thumbnail for the software is displayed. Select the thumbnail and press the button to start the software.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

Note: Do not eject a PSP™ Game disc while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

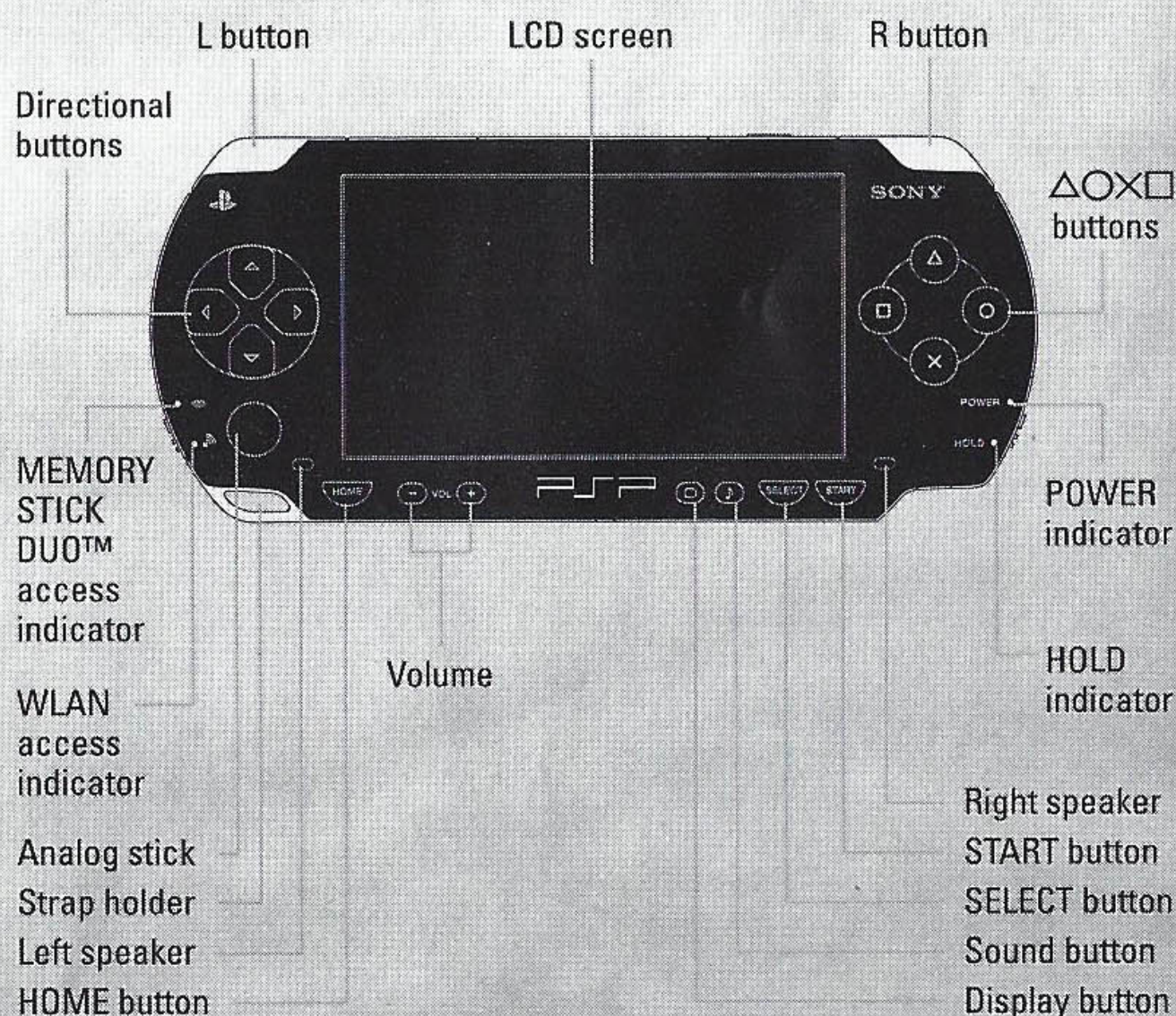
Warning! Do not push the POWER/HOLD Switch whilst data is being uploaded from the PSP™ Game disc as this may cause data corruption.

This title uses an autoload feature on boot up where any data present on the Memory Stick Duo™ will be autoloaded

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your system. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

Note: Make sure there is enough free space on your Memory Stick Duo™ before commencing play.

PSP™ SYSTEM



WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

COMPLETE CONTROLS

Listen up. The only way to own the streets is to learn the controls, so pay attention.

ATTACKING MOVES

Move fighter	analog stick
Weak punch/kick	$\triangle$ button/ $\square$ button
Strong punch/kick	L button + $\triangle$ button/ L button + $\square$ button
Running strike	$\bigcirc$ button then $\triangle$ button/ $\square$ button
Weak grapple	$\times$ button
Weak grapple attack	$\times$ button to grab opponent, then $\triangle$ button/ $\square$ button
Strong grapple	L button + $\times$ button
Strong grapple attack	L button + $\times$ button to grab opponent, then $\triangle$ button/ $\square$ button
Running grapple	$\bigcirc$ button then $\times$ button
Shove	$\times$ button/ L button + $\times$ button to grab opponent, then $\times$ button/ $\bigcirc$ button to shove your opponent in the direction of the analog stick
Pick up weapon from the ground	$\times$ button + $\bigcirc$ button
Grab weapon from the crowd	Walk up to any crowd member holding a weapon
Drop weapon	$\times$ button + $\bigcirc$ button
Drop weapon and grapple	$\times$ button
Blazin' taunt	directional button in any direction
Blazin' move	directional button in the direction of the move you want to throw down
Note: You can purchase different Blazin' moves and assign them to the different directional buttons.	
Grappling Blazin' move	Grapple opponent, then press the directional button in the direction of the move you want to throw down
Use submission move (for submission fighters)	Strong grapple then L button + $\bigcirc$ button/ $\square$ button

FIGHTING FROM THE GROUND

Attack	× button
Block	R button
Scramble back and up	○ button + analog stick toward your fighter's head
Roll and up	○ button + analog stick in the direction you want to roll
Stand up	○ button/analog stick in any direction
Rising kick attack	□ button
Rising punch attack	△ button
Throw sand in your opponent's face (only in venues with sand or earth floors)	L button + △ button/□ button

DEFENSIVE MOVES

Block	R button
Catch opponent's strike	L button + R button
Counter a grappling move	△ button/□ button/× button in unison with opponent's grapple
Bump	R button as soon as you hit the ground
Escape submission	Rapidly tap △ button/□ button/× button/○ button
Mounted Reversal	R button + L button

Tip: If you are pinned against a wall or the ropes, press the × button to reverse positions against your opponent.

KNOCK OUTS

Depending on your fighting style, there are different ways to finish off opponents. However, when your opponents are in the danger zone, there are four techniques that work regardless of what type of fighter you are:

- Use a weapon
- Perform an environmental attack
- Double team with the crowd
- Unleash a Blazin' move

IT'S ON

In the underground, fists speak louder than words. Get your brawl on from the Main menu.

Create a fighter and let him loose on the underground (see p. 9)

Choose from six skull-bashing Battle modes (see p. 14)

Unlock characters and venues

Choose your difficulty, turn Autosave ON/OFF, set up your audio and delete User IDs

Challenge your friends to a head-to-head brawl (see p. 16)

Pick the tracks that make you want to punch someone in the face

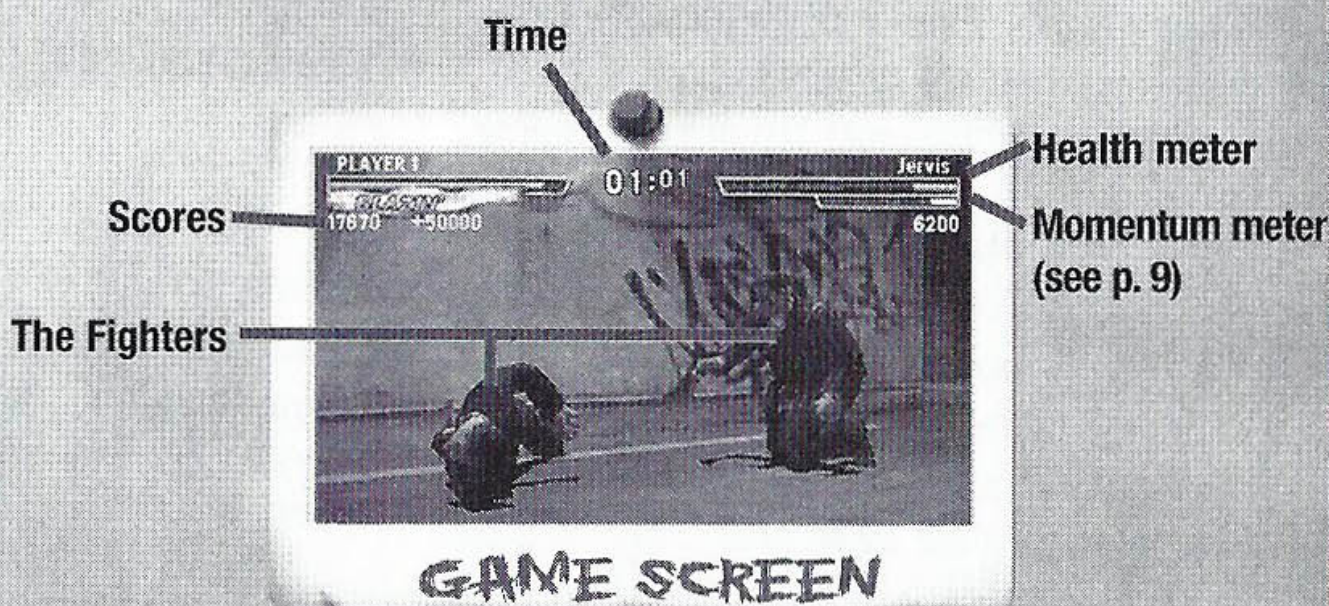
See who has the right to talk smack

Enter a cheat code to unlock music and rewards, check out the art gallery and see who's behind this game in the credits section



PLAYING THE GAME

It's about to go down. Knuckle up and get ready for some hardcore action.



FIGHTING STYLES

Each of the five fighting styles has specific advantages. You get to pick one right from the start. Hit Stapleton Athletics (see p. 10) to add other styles and moves to your repertoire. Here's a description of each type of fighter.



Street Fighters

They might not be the most disciplined fighters, but with their powerful punches and kicks, street fighters can be some of the most dangerous. Their Haymaker is *the* most destructive attack in the circuit.



Kickboxers

The name says it all. Getting kicked by a kickboxer is like getting smacked with a baseball bat. Up close, they use their deadly clinch manoeuvres to grab opponents and unleash a flurry of elbow, fist, knee and leg strikes.



Martial Artists

What these agile fighters lack in power, they make up for with insane quickness. They are masters of the environment and can use anything around them – like walls, posts, fences and speakers – to let loose an unpredictable knockout blow.



Wrestlers

With a combination of showmanship wrestling and technical grappling, these powerful fighters use their incredible upper body strength to bring the pain with throws and body slams. Even though they are slow and susceptible to quick strikes, they are deadly in tight situations and their grappling abilities are the most lethal in the game.



Submission Specialists

These guys wear down specific body parts to leave opponents open to painful submission attacks. Although not the fastest or most agile fighters, they use power and an arsenal of joint attacks, locks and holds to make their opponents scream for their mummies.

MOMENTUM METER

Fill this meter all the way and you'll be able to unleash a Blazin' move to rock your opponent. Be careful because if you run away from another fighter, your momentum level drops quickly. You can regain your momentum by standing your ground.



GAME MODES

Create a fighter and take him to the top in Story mode or get right into the action in one of the Battle modes.

STORY MODE

Ready to see if you have what it takes to survive the underground hip hop fight circuit? Remember, trust no one and stay true to what matters: money, power and respect.

SKETCH ARTIST

This is where you pick your character for the story. You can either choose a fighter from the line-up or use the Five-O's sketch artist to create a brawler exactly the way you want him to be. Your first fighting style is free — you have to work for the rest.

THE CRIB

MAP

Use the map to get where you need to go – like Stingray's Barbershop, Stapleton Athletics and Syndicate Urban Streetwear. You'll also use the map to visit the fight venues.

STAPLETON ATHLETICS

Increase your skills and learn new fighting styles and moves in the gym. Your trainer, Henry Rollins, is on hand to teach you all you need to know to stay ahead of all the other fighters. It costs serious development points to increase your skills or to purchase another fighting style, so use them wisely. You can upgrade all of your attributes except charisma at Stapleton Athletics.

JACOB & Co.

The fastest way to start looking like somebody important is to visit the jeweller to the stars, Jacob. For the right price, he'll hook you up with the perfect piece of jewellery to let everyone know that you're no chump. When you're in the market for status, remember that visiting Jacob is the best way to increase your charisma.

Stingray's BARBER SHOP

Visit the barbershop and let Stingray switch up your look. From the colour and style of your 'do to the hair on your face, Stingray is a master of style. You have to visit the barbershop every time you want to change your hairstyle.

★SUS★

THE SYNDICATE URBAN STREETWEAR

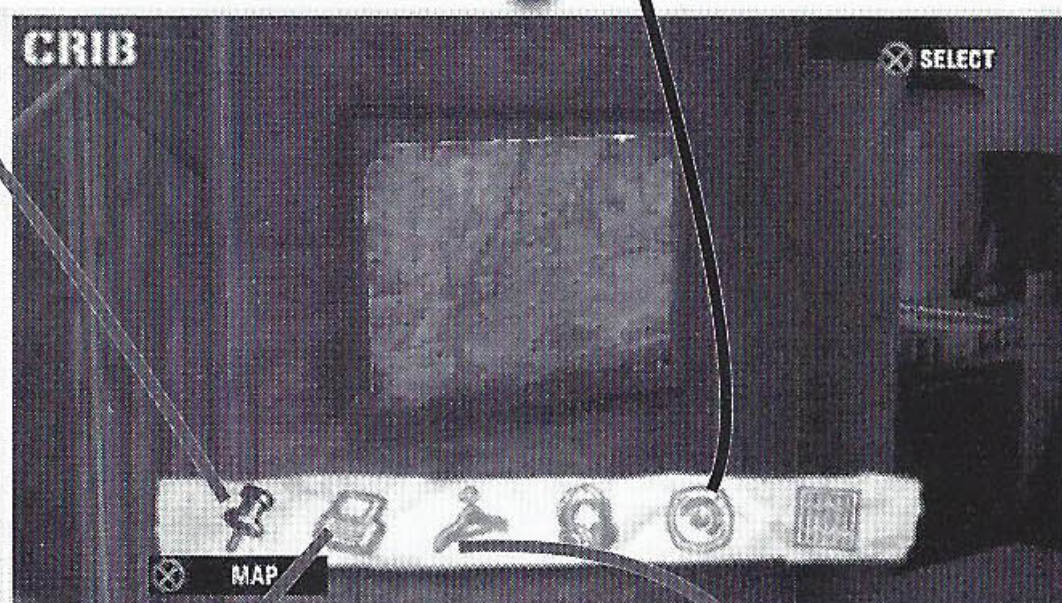
The only thing as important as how you fight is how you look. Visit this shop often to keep up on the latest urban fashions and to pimp yourself out with hot new gear.

MANNY'S TATS

What's a fighter without ink? As you progress through the story, you unlock a variety of styles and patterns of tattoos that can go a long way in helping you win over the crowds.

OPTIONS

Set the game up how you want it by choosing the gameplay difficulty and more.



THE CRIB

WARDROBE

You can't expect to impress the ladies if you keep wearing the same old threads. Change your clothing and accessories in the wardrobe then use the mirror to see just how fly you look in them.

MESSAGE CENTRE

The message centre is the central location for all incoming text messages. When you enter your crib, you are notified if you have any new messages. Make sure you check them out or you might miss some crucial info.

CREW WARS

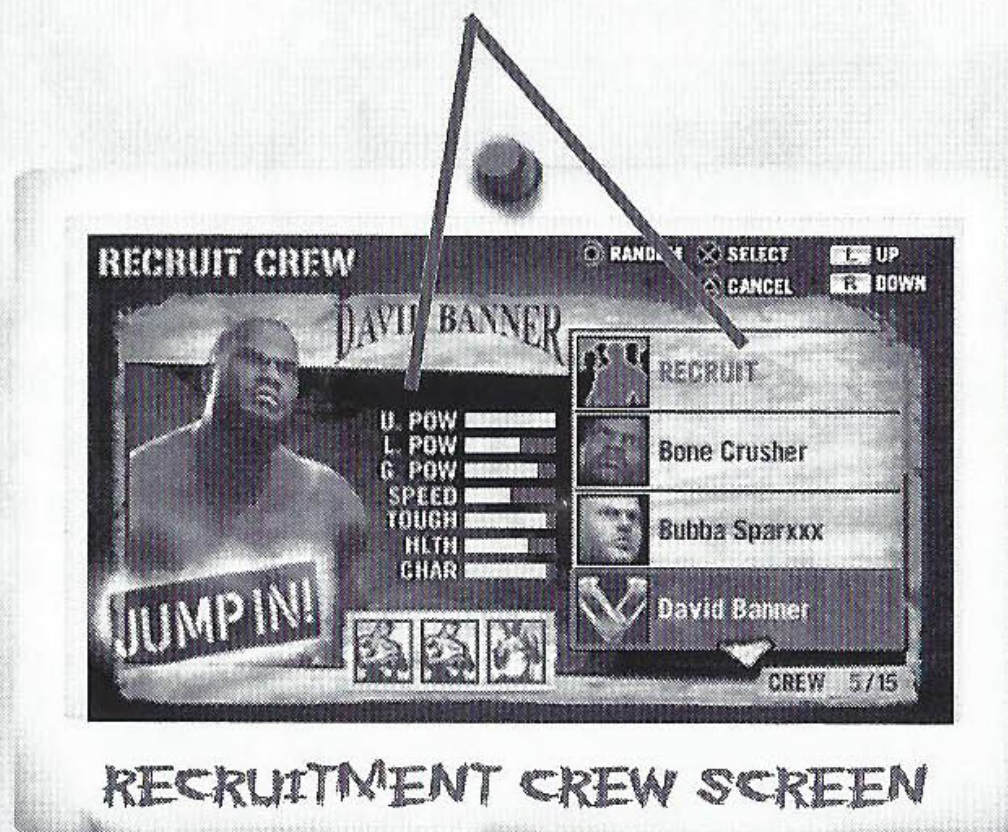
When you reach a certain point of the story, your goal is to build a crew and conquer the other four hoods currently held down by rival crews. You need to win fights in each hood's key venues to take it over.

RECRUITING AND MANAGING YOUR CREW

Once you claim a new hood, you can recruit its fighters to join your crew. You need to choose your fighters carefully because you can only recruit 15 brawlers – and once they're in your crew, it's for life. In other words, if you fill your crew with fighters from the first two hoods, you won't be able to recruit any later.

Tip: Make sure you have a diverse arsenal of fighters. If your created character isn't a strong wrestler, recruit fighters with a dominant ground game. If you're a submission specialist, you might want to pick up a kickboxer or two to match up better with certain fighters down the road.

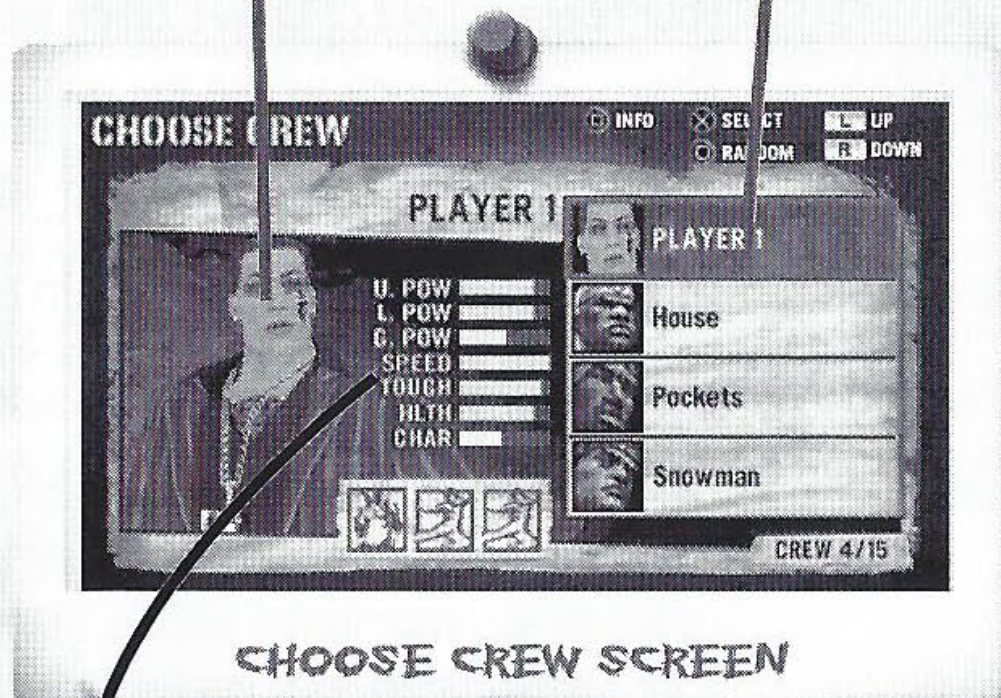
Available fighters and their statistics



Once you've established a crew, you can either fight with one of your crew members or your created character. The Choose Crew screen lets you pick your fighter before each match-up.

Select a crew member for the upcoming fight

Your crew members and their stats



Damage carries over between fights. Review the health of each crew member's body parts.

Watch your back. While you are taking down different hoods, other crews may be trying to take some of your venues back. You need to defend these venues at all costs.

Note: Some venues are neutral, like the Dragon House, so you have places to earn some cash when you need it.

BATTLE MODE

There are six different types of battles you can engage in. Each one lets you get right into the action so you can start knocking fools out.

- | | |
|-------------------------|--|
| One On One | One-on-one match with any two unlocked fighters. |
| Window Match | One-on-one match where the goal is to throw your opponent out of Crow's office window. |
| Subway Match | One-on-one match where the goal is to throw your opponent in front of an oncoming subway train. |
| Demolition Match | One-on-one match where you win by completely destroying two sections of your opponent's SUV. |
| Cage Match | One-on-one cage match at Club Murder, where you must knock the opponent out by using an environmental attack. Slamming your opponent against the fence would do the trick. |
| Ring Out Match | One-on-one match at the Dragon House, where you can win by forcing your opponent out of the ring. |

To begin a battle, select the type of match you want to begin. If applicable, choose your fighter, then venue and then the rules that will be used to settle the fight – if the location is not predetermined.

Note: In any battle, you can select a previously created User ID, or fight without using a User ID.

REWARDS

You never know what you might unlock after a fight. If you really want a certain character or venue, spend some reward points in the Unlock Rewards section of the Main menu. You accumulate reward points each time you win a battle.

SAVING AND LOADING

You have a long road ahead of you. Don't forget to save your progress. A Memory Stick Duo™ is required to save User IDs.

- After every match, your progress is saved to your Memory Stick Duo™ if you have Autosave enabled. You can turn Autosave ON/OFF in the Options menu.

The game's Autoload feature automatically loads your saved information upon boot up.

Note: When copying save data from one Memory Stick Duo™ to another the save will be placed into the corresponding slot on the new Memory Stick Duo™ and will overwrite data that is in that slot.

Note: Autosave will not save your options changes. You must select SAVE GAME DATA from the options menu to manually save your changes.

AD HOC

MULTIPLAYER MODE

Give your friends a beating in this Wireless (WLAN) two player multiplayer mode. Both players must have a copy of *Def Jam® Fight For NY™: The Takeover* inserted to play.

To begin a multiplayer match, select Ad Hoc from the Main menu. Choose which available opponent you want to challenge from the list. Select your fighters and venue and you're good to go.

AD HOC MODE

Ad Hoc mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

FIGHTING HINTS AND TIPS

Here are some hints for each fighting style to help you to become an unstoppable pain-generating machine.

Martial Arts

Use your speed to attack quickly. Build momentum by using combos and then hit your opponent with a Blazin' move. Use objects in the environment to attack your opponent and knock him out.

Street Fighting

Street fighters are built for offence, so attack aggressively and go for the early win. When an opportunity presents itself, use the Haymaker to go for the knockout.

Wrestling

When using a wrestler, you want to defend against punches and kicks and go for grapple attacks. Close the distance and make your opponent block by throwing strikes, then go for the grapple. The key to victory for wrestlers is to use their grapple attacks; specifically their hard grapple attack.

Kickboxing

Like the name suggests, the way to win with a kickboxer is to use powerful kicks. Wear your opponent down with hard kicks and work your way in for a clinch move. Once in the clinch, punish your opponent with any combination of strikes you can think of.

Submissions

The key to victory for submissions fighters is to pick a body part on your opponent and continually attack it. Once it is weak enough, go for the tap out and make your opponent submit.